

Approved For Release 2002/11/18 : CIA-RDP96-00789R002000610008-5

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SVI

2

S2

B

A2

EI

T

I

AOL

AL

not like
environment
sample
vehicle for
radar signal
waveform

Sealed

Vehicle

position
press

unhatched

Surface
Sloping

Smooth

boxy

"like
'armored

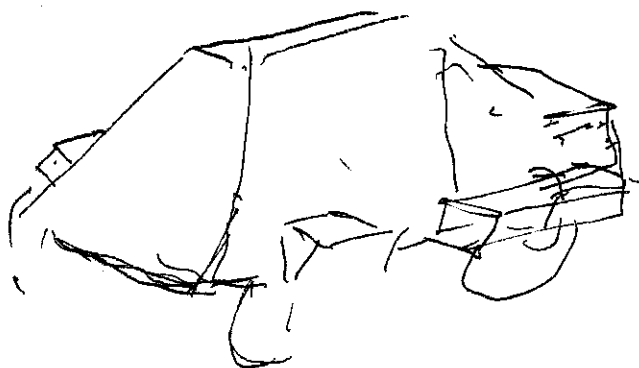
Shielded

"like
skirted

54 1/2 (not) something you would encounter on the street

24
POL radiological
p/r liverations?
contaminated
respite
inhospitable
shepherd
S. ealed
S. u. for
to a weekly
radiant

Rolls/Road



SVI

I

ASL

ALS

AVL BK
BRDM

SZ

D

AS

FI

7

54 1/2 Concept of vehicle going around from point to point
delivering or dropping things off on some sort of
routine or preplanned basis.

Object

rounded
long

54 1/2 clunk/clunk when hit - "like" aluminum base bar
bats

metals

Cylindrical/
tapered

hollow

yellow

materials

Scars
F2
at
solid
and
ligand
not
mixed

SVI

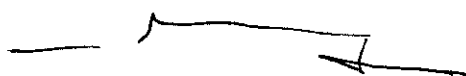
I
POL
BL
CGR
war-tone

ADD BL
reminds us
of cache
& supplies

5 1/2 it "bunks" when it hits the ground.

POL BL
binary
weapons

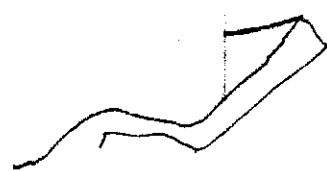
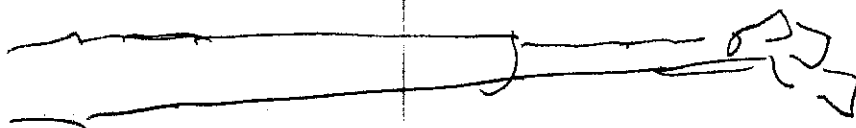
from the top of the vehicle
something should be visible



A. Along road
snowed
solid
B. Object

52
green
dark
cool
hard
square
human
thin
long
rounded

A2 BK
interest by



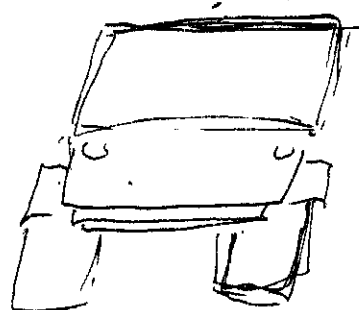
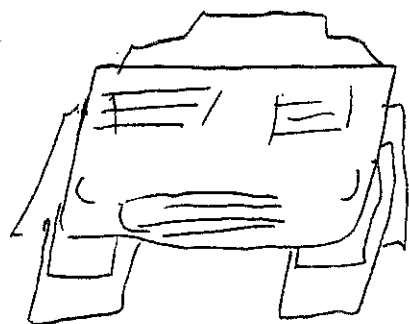
in + out
hiding

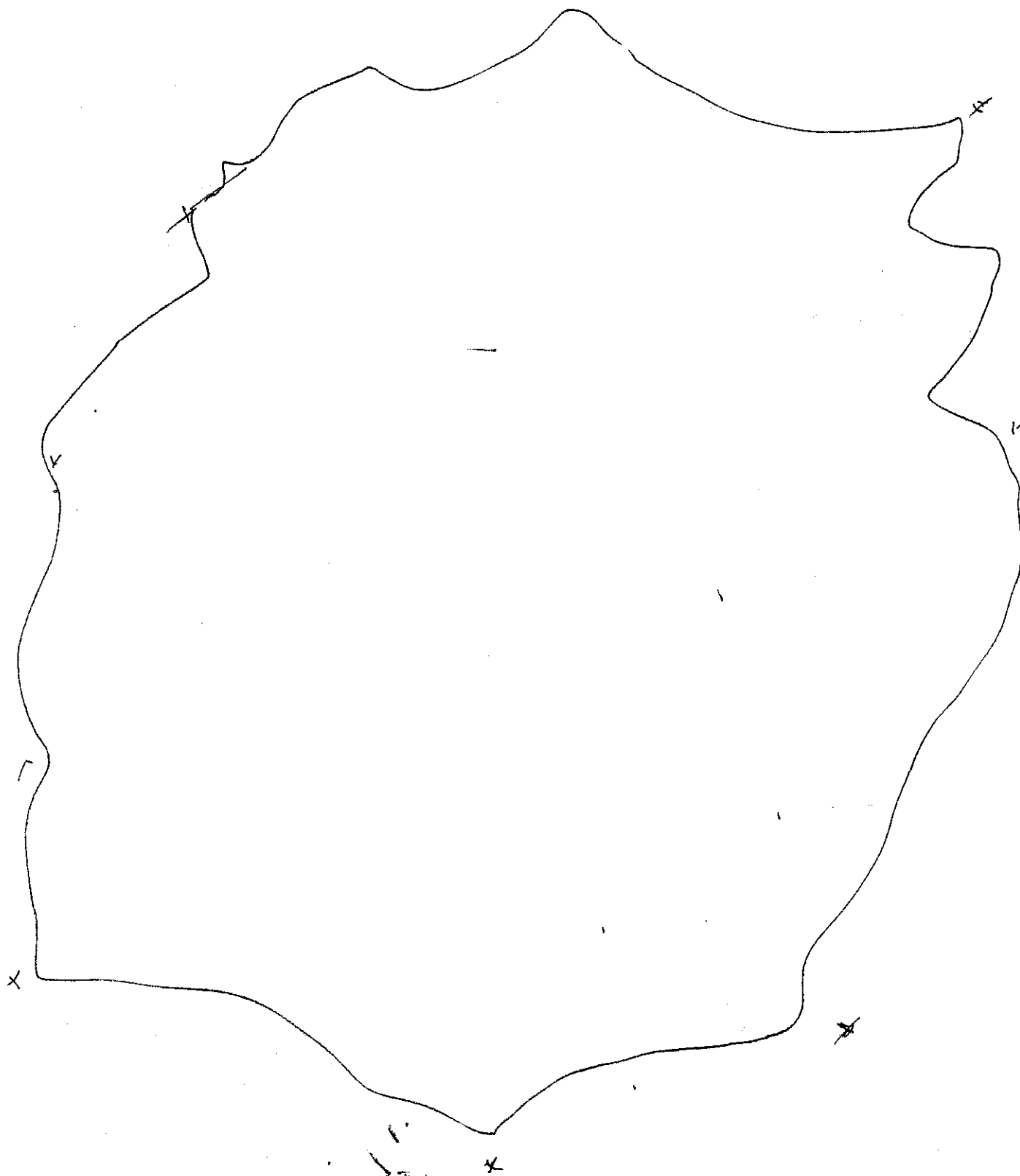
like
garage
truck
compacts

high
pitched
a high
sound

5-1/2 not bad

6a





X= delivery
points

Vehicle seems to move from point to point along a
route of pre-planned route "dropping off" a "delivering"
something of interest. Objects "delivered" are metal, rounded,
long, & contain both liquid & solid materials which
don't mix. Yellow is associated with objects

Route seems to be closed - i.e. terminally at origination
point, almost as if objective is to enclose certain area of
terrain. Route goes up hills & down hills, across water, etc.

terrain is tundra/prairie, but with ^{low} vegetation & trees
scattered here & there.

1104